

A SMALL QUEST AND HUGE ADVENTURE



A lost delivery, a kidnapped pixie, and an evil witch.
You can sharpen your blade. You can prepare your spells.
But can you stop the fighting among the fey?

A ONE-SHOT MINI ADVENTURE



A SMALL QUEST AND HUGE ADVENTURE



It was meant to be a small and easy quest: Search the forest, find the missing pixie, and receive a handsome reward.

But the missing pixie has been kidnapped by the witch Wanessa Crownose Farsighter and her dangerous guard dog. And a forest is a treacherous place when you suddenly are only one foot high...

Can you rescue the missing pixie and return the important delivery so that the battle between the two fey courts can end?



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TRADE ROAD

TRADE ROAD

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WINTER HIGHLAND

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MAJOR TOWN

REGION BORDER

TRADE ROAD

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BACKGROUND

Pixies and sprites from two different courts in the Feyworld have arrived in the Material Plane to settle a heated dispute through a grand battle tournament. The fey have taken their contest to this plane, as they don't perish if they are mortally wounded here, but instead, they are teleported back to the Feyworld.

Their feud concerns a missing messenger with an important and priceless delivery who has gone astray, and both parties claim that the other group is responsible. The pixie Daisy Bluebell was meant to hand over the valuable delivery to a sprite called Rowan Swiftwing near an old Fey crossing on the border between the two courts. According to Rowan, Daisy never showed up at the agreed meeting point.

However, the pixies don't believe him. On the contrary, they are convinced that the sprites have stolen the delivery. Therefore, the pixies, who usually are peaceful creatures, have challenged the sprites to face them in a large tournament.

Until the dispute is settled, or the delivery is found, the fey won't let anyone pass through the forest – including other travelling adventurers!

Meanwhile, the hag Wanessa Crownose Farsighter, who has kidnapped the messenger, Daisy Bluebell, plans to kill her to create pixie dust for her foul potions.

THE ADVENTURE BEGINS

The characters are journeying through a forest near the village of Buckbridge in Eastern Farraway when the character with the highest Passive Perception score hears shouting and clanging from farther ahead. It sounds like a battle is taking place, but the voices are oddly high-pitched.

If the characters venture closer to investigate the noise, they are stopped on their way.

“Halt in the name of Aurora Starborn, Queen of the Lower Spring Court!” a squeaky voice cries in the undergrowth.

As you bend down, you spot a furry hazel dormouse that rides on a chubby, snow-white rabbit with long, droopy ears. The mouse wears a red brocade vest and a tricorn hat with a cream-coloured feather.

“What?” The dormouse points its tiny sabre at your nose. “Never laid eyes on a knight before? I am tasked with protecting the forest and making sure that no bystanders are harmed. Away with you, longshanks!”

KIRRIAN THE PALADIN

The dormouse's name is Kirrian the Brave, and his rabbit mount is called Caligula. He points at a shimmering golden line on the ground behind him and explains that beyond this border, two courts from the Feyworld are settling a dispute.

Kirrian explains that the quarrel concerns a delivery that was sent by the princess of the Spring Court. The delivery was kept in a silver-engraved scroll case and is considered incredibly valuable.

However, the messenger, the pixie Daisy Bluebell, has gone missing. Each court accuses the other of stealing the missing delivery and has sent forces to the Material Plane to settle the score in a tournament. For this reason, the entire forest is off-limits to all civilians.



A SMALL QUEST FOR BRAVE HEROES!

After Kirrian has explained the situation, he frowns and tilts his furry head.

“Are you thinking what I am thinking, Caligula?” Kirrian asks while his whiskers twitch in excitement.

The stocky rabbit declines to reply and continues to munch on a dandelion stalk.

“Precisely!” Kirrian exclaims. “These tall, lanky peasants could actually be helpful! Since everyone else is busy with the battle tournament, they could search the forest!”

If the characters agree to search for Daisy Bluebell and the lost delivery, Kirrian offers them a reward of 20 gp. Finding Daisy will also resolve the dispute, and the fey would depart the forest, which means that the characters could continue their journey.

Daisy was last seen near an old portal at a fey crossing. Kirrian believes that she may have crossed over to the plane by accident.

FEY MAGIC

If the characters agree to help Kirrian, he encourages them to cross the shimmering, enchanted border on the ground behind him.

As the characters cross it, they and their equipment suddenly shrink with a whoosh. Regardless of their previous sizes, they are now the size of an average garden gnome.

Each character's statistics change in the following ways:

- Their size is tiny.
- Their AC increases by 2.
- Their hit points are halved.
- They have advantage on Stealth checks.
- Attacks made with ranged and melee weapons, spells, and spell-like abilities deal half damage.
- They have resistance against damage from magic attacks.

Kirrian nods as if the characters' transformation is a vast improvement. His mount stops eating and studies them thoughtfully with its large red eyes.

The dormouse gives them a crinkled, rolled-up map. An X on the map marks the spot where Daisy Bluebell went missing.

THE BATTLEFIELD

When the characters venture deeper into the forest, they find an open glade in which the tournament between the two fey courts is being held. Sprites and pixies charge one another on a variety of battle mounts, including corgi dogs, long-eared rabbits, spotted turtles, and swift-pawed foxes.

The rules seem quite complicated. There appear to be several ways to win a round in the tournament, such as best performance, grandest outfit, finest mount, and most dramatic “death”. All scores are noted on a huge chalkboard by a barn owl. Currently, the Autumn Court leads with 312 to 309.

If the characters wish, they can borrow mounts from the fey to use on their quest, but they need to convince their mount to follow them. The DM decides how well the characters succeed with this.

TINY STEPS FORWARD

If the characters follow Kirrian's whimsical map, they reach a small forest lake during the afternoon. This is the place near the fey crossing where Daisy went missing.

If the characters investigate the area, they find no traces, but after a while one of the trees starts talking.

“Harumph,” a large oak says, clearing its throat. “Excuse me, little people on the ground. Have you lost something?”

An eye opens on a nearby massive spruce. “You won't find anything,” the spruce says. “The fey have already searched everywhere.”

“Not that they asked for our help,” the oak says. “Oh, no. What would I know? I've only been here for nine hundred winters.”

“Maybe we could have seen something useful,” the spruce says and nods with a creak.

“But no one talks to trees nowadays.” The oak sighs.

The two treants start to discuss how everything was better in the golden olden days when elves lived in the forest. It is clear that they have completely forgotten about the characters.

If the characters remind the trees about their presence and politely ask what they have seen, the trees grow hesitant.

“I’m so sorry, little ones,” the spruce says gravely, “but we simply can’t share the forest’s secrets with outlanders.”

“You could be spies or agents provocateurs.” The oak’s eyes narrow. “Or worse, you might be undercover loggers in devious disguises!”

“We can’t trust them,” the spruce mutters.

“Unless they pass the Test, of course,” the oak says as an afterthought. “Only a creature that can tell the difference between truth and lies is good at heart and can be trusted.”

If the characters ask the trees about the Test, the oak clears its throat again and says:

“Imagine the following scenario:

“One of us will only speak the truth. The other one will always lie. You don’t know who is truthful and who is deceitful.

“The path that leads from here splits into a right-hand path and a left-hand path. The pixie whom you are seeking travelled down one of the paths.

“You can only ask one of us a single question. If you can tell who is lying and who is telling the truth, we will let you know which way the pixie went.”

SOLUTION

The pixie Daisy Bluebell went down the right-hand path. The characters can deduce this by choosing one of the two trees and asking it the following:

“If I asked the other tree ‘Did the pixie take the right-hand path?’, would its reply be yes?”

The truthful tree would reply “No” (because the other tree always lies).

Meanwhile, the deceitful tree would reply “No” (because the truthful tree would say yes – but the deceitful tree always lies!).

Therefore, no matter which tree you ask, the trees will reveal which path the pixie took.

Optional: If the characters fail to solve the Test, the trees won’t reveal which way the pixie went. However, the characters can search the area more carefully. After 1d4 hours, they find a set of humanoid and dog tracks.

A MYSTERIOUS HOODED CREATURE

If the characters have passed the Test, the trees tell them that they saw a flickering light in the middle of the lake a few nights ago. An ancient portal in a fey crossing at the bottom of the lake briefly opened, and a hooded creature and a large dog passed through. The trees only glimpsed the pair, but they noticed that the hooded creature smelled awful, and the dog had a tendency to drool.

The trees also saw that the hooded creature carried a jute bag. The bag contained someone with a squeaky voice who swore profusely in Sylvan, and the trees assume it was the missing pixie.

The hooded creature muttered threats and continued down the right-hand path, along with the dog. They headed east towards Ghostly Hollow, a misty and boggy vale located deeper in the forest.

ARRIVING AT GHOSTLY HOLLOW

If the characters continue along the right-hand path, they arrive at Ghostly Hollow after two hours. The path leads down a slope to a low vale filled with gnarly bushes, yellowing, decaying grass, and small boggy ponds. Layers of ever-present mist wrap the entire vale in dense, ghostly veils. The gloomy area is quiet, still, and melancholic.

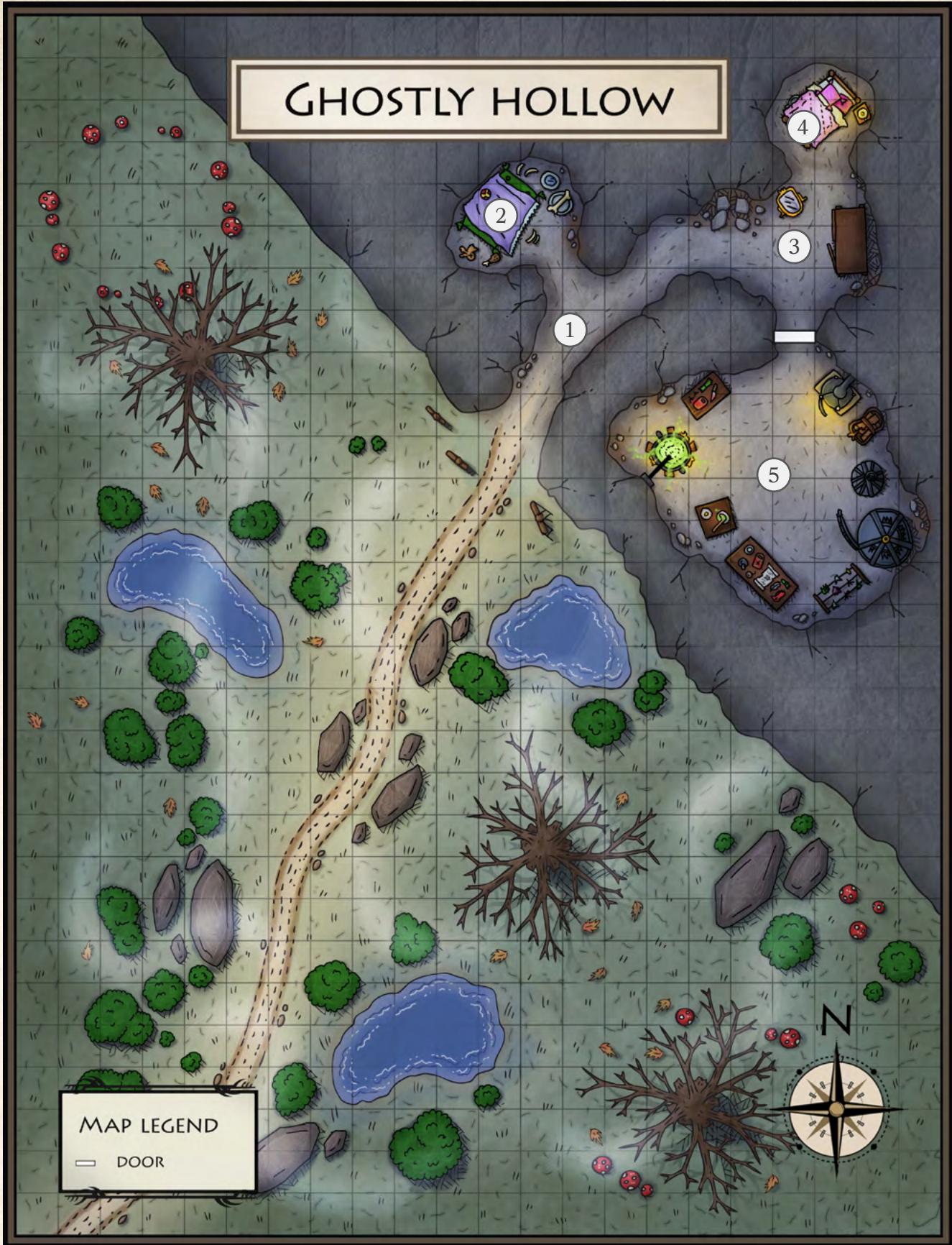
As the adventurers venture into the vale, the character with the highest passive Perception score spots a wooden sign that reads “Stay out! Turn back now!” in black, angry letters.

The sign was erected by the witch Wanessa Crownose Farsighter, who uses the cave in Ghostly Hollow as her workshop.

HIDDEN DETAILS

Some details aren’t immediately obvious or easily found. These details are marked “► On a closer look,” followed by the ability check and difficulty required to discover them.

GHOSTLY HOLLOW



Ghostly Hollow. 1: Tunnel. 2: The blink dog's den. 3: Dressing area. 4: The witch's bedroom. 5: Workshop.

THE GUARD DOG

► On a closer look, DC 12 Wisdom (Perception): As you stroke your chin and ponder the strange sign, you hear snuffling and snarling in the mist.

The sounds come from Miss Poochy-Poo, the witch's guard dog. Miss Poochy-Poo is a **blink dog** that resembles an oversized, slobbering bulldog. The blink dog is meant to guard the entrance to the hag's den, but it is currently preoccupied with hunting frogs in a nearby boggy pond.

Miss Poochy-Poo attacks intruders on sight. The characters can sneak past the blink dog by succeeding on a DC 13 Stealth check.

THE WITCH'S LAIR

The witch's workshop consists of several interlinked caves. Their ceilings are 20 feet and filled with long, spiderlike stalactites. At the entrance to the lair are more signs with angry scribbling that warn people to turn back.

The witch Wanessa has used the caves for conducting wicked experiments and brewing potions for years, far from annoying benevolent fey – and other evil hags who might want to steal her dark secrets and foul recipes.

AREAS

1. TUNNEL

The dim tunnel snakes its way through the mountain and has uneven walls riddled with sharp edges. On one side, part of the ceiling has collapsed into a pile of coarse stones and rubble.

2. THE BLINK DOG'S DEN

Miss Poochy-Poo's sleeping area is located near the entrance. A soft, but smelly blanket is draped over a jumbo-sized pillow made of green velvet. On one side are two bowls, one with clear water and the other with a big, meaty hippogriff bone. Various bones from previous meals and a small collection of manhandled dog toys lay scattered around the den.

3. DRESSING AREA

The tunnel leads to a larger space that the hag uses as a dressing room. The area contains a full-sized gilded mirror and a massive oaken wardrobe. The wardrobe is packed with all types

of clothes, ranging from midnight-dark capes and pointy hats to colourful court dresses and ballgowns. There are also over 50 pairs of shoes, slippers, and boots.

THE MAGIC MIRROR

The gilded mirror is magical and sentient. If anyone passes within 10 feet of it, their reflection speaks to them in a perky voice. The reflection comments on how absolutely wonderful – radiantly stellar even! – they look today, before the mirror realises that it isn't addressing the witch.

The mirror has a distinctly upbeat personality and is highly intelligent. It is thoroughly sick and tired of flattering the witch and being splattered with Miss Poochy-Poo's gobs of slimy drool. But the witch has threatened to crack the mirror unless it showers her frequently with positive comments about her appearance and sense of fashion style.

The mirror explains that it belonged to a string of prominent people, including royals in the Feyworld, before it was stolen and eventually fell into the witch's hands. It is more than willing to ally with the characters and help them on their quest, but they must first promise to have the mirror removed from the dull cave. The mirror has gloomily concluded that its current predicament is a fate far worse than facing the wall in a forgotten corner of some dusty attic.

If the characters are friendly to the mirror, it explains that the witch has caught a pixie for turning it into pixie dust in her workshop. The mirror knows that Wanessa keeps the key to the pixie's cage on a large key ring on her hip, which she carries with her at all times except for when she sleeps.

► On a closer look, DC 12 Wisdom (Perception): As you press your tiny ear against the old door in the room, you hear voices. One is squeaky and faint, while the other one is muttering. You can't make out the words, but the creature that mutters suddenly interrupts the other voice by yelling at them to shut up.

The voices come from the witch Wanessa Crownose Farsighter and the imprisoned pixie Daisy Bluebell, who is begging for water.

The witch plans to let the pixie perish from thirst to create pixie dust. Wanessa needs pixie dust to brew a beautification potion, but due to

a small misunderstanding, she is convinced that pixie dust is created by killing an actual pixie and later grinding its dried corpse to a fine dust.

4. THE WITCH'S BEDROOM

A queen-sized bed with frilled pink and cream bedsheets takes up most of the floor in this room. On a cherry-wood bedside table stands an elaborate silver candlestick holder (worth 5 gp). Due to the characters' diminutive size, bringing along the candlestick holder requires two characters to succeed on a successful DC 13 Strength.

5. WORKSHOP

The workshop is furnished with several wooden tables and worktops, all laden with distasteful ingredients such as chopped-off pigeons' feet, glass vials containing half-rotten newts' eyes, and dried violet Quickdead mushrooms.

A large cauldron in wrought iron hangs from a thick chain bolted to the ceiling. It is filled with a vomit-green liquid that simmers over an open fire and fills the room with an eye-watering stench. On one side stand numerous filthy iron cages. One of the cages holds a pixie who wears a green tunic with a brown belt and a ragged bluebell cap. Her wings are drooping, and she looks weak and drawn.

THE WICKED WITCH

The witch Wanessa Crownose Farsighter is currently busy preparing a foul potion in the workshop. Wanessa is a **sea hag** with short tangled green-blue hair, large pale eyes, black gums and sharp, crooked teeth. The witch wears a tattered green dress and high boots in purple leather.

If the witch spots the characters, she wolf-whistles to call upon Miss Poochy-Poo to get rid of the pesky intruders. Unless the blink dog has been incapacitated, it joins the fight three rounds later.

If the witch loses more than 40 hit points, she spits a foul curse and tries to escape.

TREASURE

The witch carries 3 gp, 11 sp, and 20 cp, and an ornate silver ring with a polished onyx stone (worth 8 gp), a key ring with various keys in different sizes, and a curved, nasty-looking dagger whose black handle is carved to resemble a crow (worth 5 gp).

POTION OF SILVER TONGUE

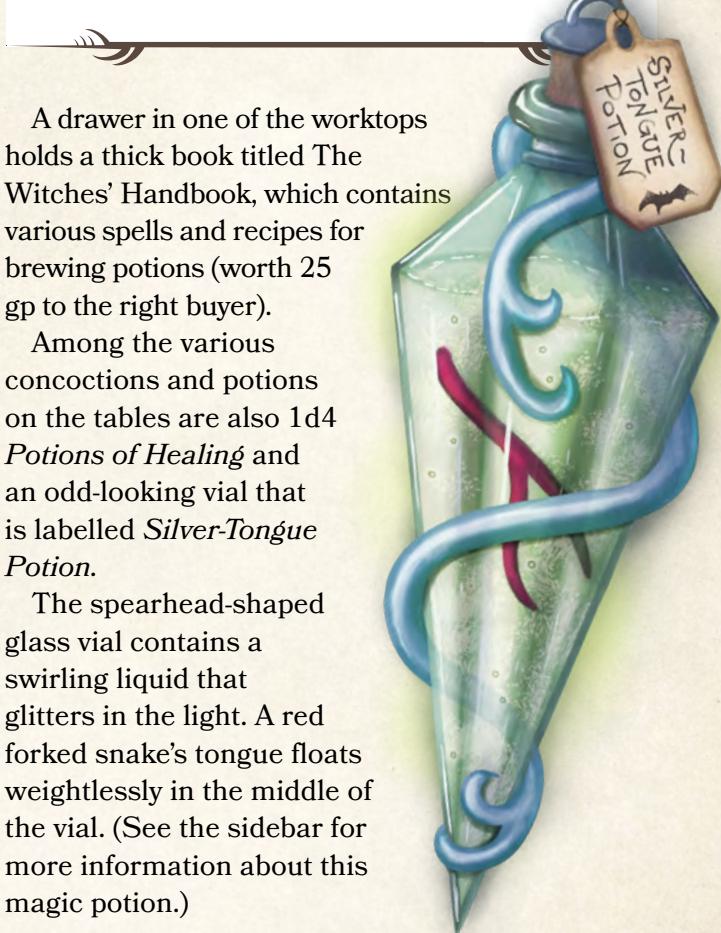
Potion, uncommon

When you drink this fizzy lukewarm liquid, you instantly become highly eloquent and delightfully charming.

For one hour, you can cast the spells *comprehend languages* or *charm person* once at will, and you have advantage on all Charisma-based skill checks.

In addition, the potion allows you to lie freely for the duration. All abilities and means for detecting lies, such as the spell *zone of truth*, a *Ring of Truth Telling*, or a truth serum, have no effect on you.

The *Potion of Silver Tongue* was invented by the witch Wanessa Crownose Farsighter, an infamous hag from the Feyworld and one of the Three Malicious Sisters, a notorious and dreaded witch coven.



A drawer in one of the worktops holds a thick book titled *The Witches' Handbook*, which contains various spells and recipes for brewing potions (worth 25 gp to the right buyer).

Among the various concoctions and potions on the tables are also 1d4 *Potions of Healing* and an odd-looking vial that is labelled *Silver-Tongue Potion*.

The spearhead-shaped glass vial contains a swirling liquid that glitters in the light. A red forked snake's tongue floats weightlessly in the middle of the vial. (See the sidebar for more information about this magic potion.)

FREEING THE PIXIE

One of the keys on Wanessa's key ring can unlock the iron cage that holds the imprisoned pixie, Daisy Bluebell. Daisy is weak, but recovers quickly if she is provided with something to drink and eat.

THE MISSING DELIVERY

When Daisy has recovered, she flutters over to an empty jute bag that has been tossed into a corner. She darts into the sack, rummages around, and re-emerges with an engraved scroll case in her hands.

"Thank the blessed stars above," the pixie says and breathes a sigh of relief. "The wicked witch never found the delivery that I carried when I was captured. The message is in safe hands again!"

If the characters ask why the scroll case is so important, Daisy says that normally she wouldn't tell anyone about it, but since the characters have saved her life, she will make an exception.

The pixie lowers her voice and says that the scroll case contains a written note with a poem. It is the most beautiful love poem ever composed, and it can thaw even the coldest heart, like the first warm rays of sunlight in spring melt the snow.

The pixie smiles mischievously and winks at the characters. She refuses to tell them who the message is intended for, but confides that it was sent in secret by a princess of the Spring Court to someone at the Autumn Court.

REWARDS

Daisy happily accompanies the characters on their journey back to the hazel dormouse Kirrian the Brave and his mount Caligula. Kirrian quickly gathers all the other pixies and sprites, who are astonished and outraged when they learn that Daisy had been kidnapped by a wicked witch. However, they are tremendously relieved that she is safe, and that the delivery has been found again.

There is much rejoicing among the fey, and the dispute between the two fey courts is immediately resolved. The forest is no longer off-limits to other creatures, and travel is once again allowed.

The characters are rewarded with one *Scroll of Longstrider* each for rescuing Daisy and recovering the precious delivery. They are also presented with a clay pot decorated with rainbows that contains 200 sp, and a bountiful bouquet of wildflowers for good luck.

Kirrian guides the characters back across the border, whereupon they are magically restored to their ordinary sizes. His mission complete, Kirrian bids the characters a courteous farewell. Before he mounts up on his rabbit, he also gives them a *Potion of Diminution*.

AFTERMATH

The characters receive a group award of 675 XP for accomplishing the quest, plus additional XP for defeating monsters. Alternatively, the DM can use this as a minor milestone award and the characters gain half a level.

EPILOGUE

Three days later, the sprites secretly deliver the message with the love poem to a royal member of the Autumn Court in the Feyworld. When he reads the poem, he falls hopelessly in love against his will, despite his vow never to let his cold heart be ruled again.

THE END

HOSTLY HOLLOW

MAP LEGEND

— DOOR



Ghostly Hollow: Player version.

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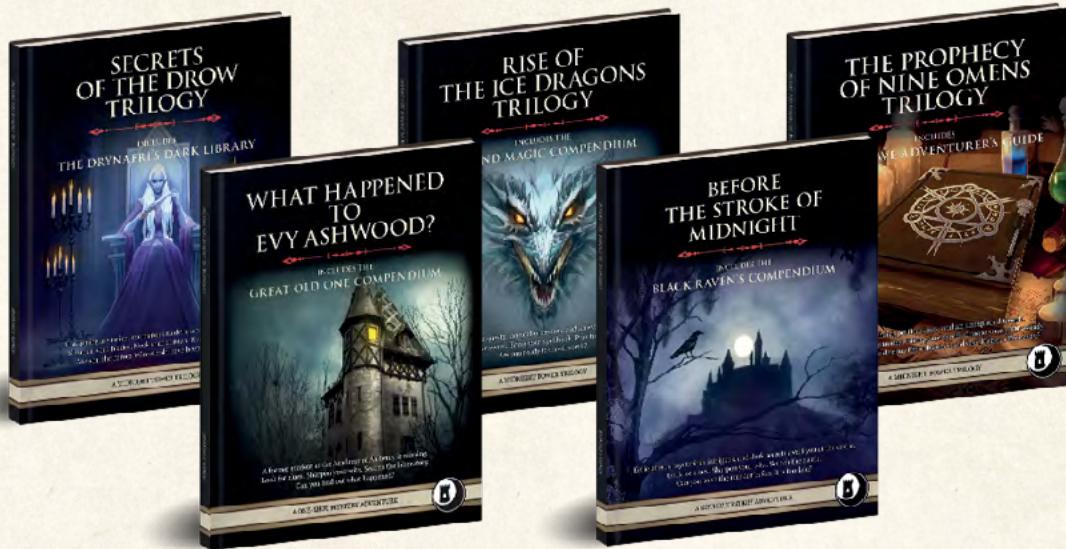


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PAGE 3: SILVER-ENGRAVED SCROLL CASE

Tove Lund Jorgensen (original artwork)

PAGE 6: GHOSTLY HOLLOW MAP

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PAGE 8: POTION OF SILVER TONGUE

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ADDITIONAL DOWNLOADS

Maps, VTT tokens, and handouts for the adventure can be downloaded here: <http://midnight-tower.com/additional-downloads-asqaha/>

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